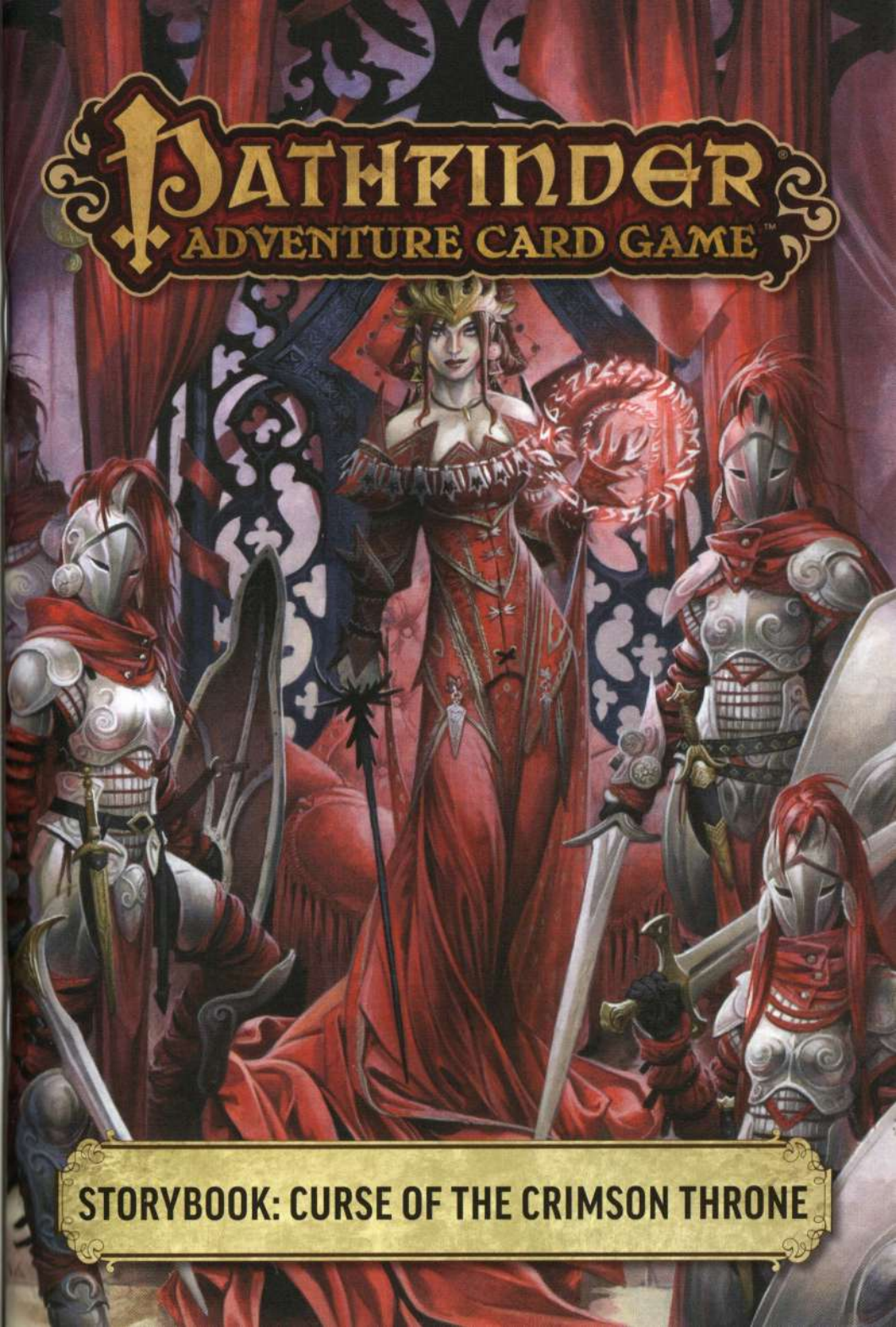
PATHFINDER
ADVENTURE CARD GAME™
STORYBOOK: CURSE OF THE CRIMSON THRONE

Read the Following Aloud:

When the empire of Cheliax expanded north into Varisia, the Chelaxians found a Shoanti tribe living around an immense pyramid on the shores of a deep bay–a perfect site for a city. Much bloodshed eventually left the Shoanti defeated, driven back to the harsh Cinderlands. Yet as the new city of Korvosa flourished, few bothered to ask why the Shoanti had dwelt here. For the past 300 years, the Shoanti have spoken only in whispers of the troubles the Chelaxians will face for their outrages.

Today, Korvosa's reigning king, Eodred Arabasti II, is feared by all the right people. To date, however, he has produced no heir to the throne, the latest in a line of rulers affected by this facet of the so-called curse of the Crimson Throne. When he finally wed late in life, his bride was barely a third of his age. Queen Ileosa was a woman of breathtaking beauty matched only by her desire for the life of luxury the queenship afforded. But with the seneschal Neolandus Kalepopolis guarding Castle Korvosa's interests, the citizenry believes it has little to worry about.

It is wrong, of course. Like any city, Korvosa has its share of undesirables. Cutpurses, thugs, thieves, burglars, assassins, and lowlifes of every sort can be found in waterfront slums, creeping in the sewers, or hiding in the tangled rooftops known as the Shingles. The Korvosan Guard does what it can to keep the city's criminals from causing too much harm, but the crooks will always outnumber the lawgivers.

One such undesirable is Gaedren Lamm, a despicable wretch who missed his chance at being somebody big in Korvosa's murky underworld. The decrepit thief abducts orphans and forces them to support his parasitic lifestyle with petty crime. Many Korvosans have had their lives complicated by this foul old man. Yet no matter what he does, he always avoids answering for his crimes. But Gaedren Lamm's luck is about to change; he has run afoul of some hard-driven people.

Specifically, he has run afoul of you.

Each of you has been drawn here by some offense caused by Lamm. Perhaps a family member was caught in his orphanage and fed to his pet alligator. Perhaps a lover expired due to an overdose of his dream spider-derived drug called "shiver." Perhaps his fishery goons sunk your trawler off the coast of Veldraine. Whatever it was, it motivates you like no other rage you've felt in your days.

Finally, you have a lead on his whereabouts. A Varisian fortune-teller named Zellara Esmeranda has summoned you to her home in Korvosa's Midland district. She claims to know where Lamm is... and how to defeat him. She promises to read the harrow deck to set the fates on your side.

By King Eodred's good name, you will make your bones here in Korvosa. Into the city you go, with the wind of vengeance at your back.

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Curse of the Crimson Throne is an Adventure Path designed for 1-6 starting characters. You must have the *Pathfinder Adventure Card Game Core Set* to play. You may play this Adventure Path using starting characters at level 0, or bring in characters who have started The Dragon's Demand Adventure Path first. If the latter, you should add one wildcard for every adventure in The Dragon's Demand that the characters have completed; also, increase # by the # of the last scenario you completed, and treat encountered banes' levels as higher by that same #.

New Rules

The Harrow

The 54 cards of the Harrow Deck are represented as blessings in this set. Each has the **Harrow** trait and a **Suit** trait that corresponds to a specific skill: **Hammers** (Strength), **Keys** (Dexterity), **Shields** (Constitution), **Books** (Intelligence), **Stars** (Wisdom), and **Crowns** (Charisma). Some Suit traits have names that sound like other traits, but they are not those traits (e.g., Suit: Books is a different trait than the Book trait).

Each adventure has a different **harrow suit**; see During This Adventure for each. At the start of each adventure, perform a **harrowing**: Each character draws a random Harrow blessing of that adventure's harrow suit; this is that character's **harrow** for that adventure. In each scenario of that adventure, after drawing your starting hand, add your harrow to it. No matter what happens to your harrow during the scenario, keep it with your deck between scenarios; it does not count against your deck list. At the end of the adventure, return the harrow to the vault.

SUITS OF THE HARROW			
	Strength		Intelligence
	Dexterity		Wisdom
	Constitution		Charisma

Each adventure has effects that happen when you play your harrow and when you attempt non-combat checks that match the adventure's harrow suit.

Supporters and the Base

Supporters are a new type of support card representing helpful citizens of Korvosa and its environs; unlike allies or cohorts, they will not adventure with you. The **Base** is a special location used in many scenarios; it represents a safe place where characters can seek help from supporters.

HARROWING

Harrowing is a Varisian method of fortune-telling, wherein past, present, and future are laid bare. A harrow deck consists of 54 cards divided into six suits, each linked to one of the six skills possessed by all characters. Cryptic symbols and characters decorate every card, suggesting specific meanings in which a skilled harrower can read the threads of fate.

Those skilled in reading the harrow claim the cards hold a powerful will and knowledge all their own: a magical link that connects the Varisian people, the harrow, and the filaments of the multiverse. Even the least magically inclined harrowers can read the cards and see the will of the universe in their random yet meaningful order. The most powerful harrowers can draw preternatural acumen and eldritch power from the harrow, augmenting their magic and channeling incredible power over fate.

You start the Adventure Path with no supporters. When a reward lets you rally a supporter, check it off on the Rallied Supporters card on the back of the Base. If you are required to uncheck a supporter, it no longer counts as rallied.

When a scenario lists the Base, set it out with the other locations as usual. When you build the locations, shuffle all of your rallied supporters into the Base; do not add story banes to it. The Base can never have cards other than supporters in it. Characters may start at the Base, and can move to and from it normally. The Base cannot be closed while it has cards in it, and it does not count as a location when counting locations, shuffling cards into locations, or determining if villains can escape to it. If all other locations are closed, or the Base has neither cards in it nor characters at it, the Base closes automatically. (A simplified version of these rules appears on the Base as a reminder; these are the complete rules.)

You may play supporters from your hand only while you are at the Base. Once displayed next to your character, you may use their powers regardless of your location. If you move from the Base, shuffle any supporters in your hand into the Base. At the end of each scenario, return all supporters to the vault.

Each supporter has a feat similar to a character's power feat. If a reward gives the party a **supporter feat**, check a box on a rallied supporter to gain access to that power. If the feat specifies a supporter, check it off on that supporter.

New Random Scenario Types

This Adventure Path adds two new types of random scenario (see page 22 of the Dragon's Demand storybook).

7. VANQUISH THE VILLAINS

Setup

Choose a number of locations equal to the number of characters + 2; add the location Base.

Choose a number of story banes equal to the number of characters + 3. Choose 1 to be the danger and 2 to be villains; the rest are closing henchmen.

Add 2 wildcards.

DURING THIS SCENARIO

When you defeat and corner a villain, display it by the scenario. To win, both villains must be displayed by the scenario.

8. SOLVE THE MYSTERY

Setup

Choose a number of locations equal to the number of characters + 2; add the location Base.

Choose a number of story banes equal to the number of characters + 3. Choose 1 to be the danger; the rest are closing henchmen. Shuffle 1 randomly into each location.

Set aside the story bane Evidence—Proxy B and shuffle a Proxy B into each location.

Add 3 wildcards.

DURING THIS SCENARIO

At the end of your turn, examine the top card of your location; if it is not a bane, reload it into another location.

On your check to defeat a story bane, add the number of displayed Evidence story banes.

To win, close all locations.

DURING THIS ADVENTURE PATH

At the start of each adventure, perform a harrowing.

At the start of each scenario, after drawing your starting hand, add your harrow to it.

In between scenarios, you may play random scenarios as described on page 22 of The Dragon's Demand Storybook; add the new random scenario types on the facing page.

Complete these adventures in this order:

Adventure 1—Edge of Anarchy ☐ N ☐ H ☐ L

Build the Vault: At the start of the Adventure Path, the vault should contain all level 0 and 1 cards from the *Core Set* and the *Curse of the Crimson Throne Adventure Path*. If you are playing with a character from a Class Deck or Adventure Path box, add all of the level 0 and 1 cards from that box.

DURING THIS ADVENTURE

The Harrow suit is Keys. Add 1d4 to Dexterity non-combat checks. When you play your harrow, you may draw a card and you may give a card to another character.

COMPLETE THESE SCENARIOS IN THIS ORDER:		N	H	L
1★	Haunted Fortunes (page 8)			
1A	A City Gone Mad (page 10)			
1B	The Ambassador's Secret (page 12)			
1C	The Dead Warrens (page 14)			
1D	Kingkiller (page 16)			

★ *Haunted Fortunes* is an introductory scenario. You may skip it if you're familiar with the game.

Adventure Reward

The party gains a supporter feat.

Adventure 2—Seven Days to the Grave ☐ N ☐ H ☐ L

Upgrade the Vault: Add the level 2 cards.

DURING THIS ADVENTURE

The Harrow suit is Shields. Add 1d4 to Constitution non-combat checks. When you play your harrow, you may heal an ally and may remove 1 of your scourges.

COMPLETE THESE SCENARIOS IN THIS ORDER:		N	H	L
2A	Rats and the Sinking Ship (page 18)			
2B	The Life of the Party (page 19)			
2C	The Queen's Hospitality (page 20)			
2D	The Cult of Urgathoa (page 22)			

Adventure Reward

The party gains a supporter feat.

Adventure 3–Escape from Old Korvosa ☐ N ☐ H ☐ L

Upgrade the Vault: Remove all level 0 non-Veteran monsters and barriers and you may remove any number of level 0 non-Veteran boons. Add the level 3 cards.

DURING THIS ADVENTURE

The Harrow suit is Books. Add 1d4 to Intelligence non-combat checks. When you play your harrow, you may recharge up to 3 cards and may draw an equal number of cards.

COMPLETE THESE SCENARIOS IN THIS ORDER:		N	H	L
3A	Red Mantis and Orange Flames (page 24)			
3B	The Emperor of Old Korvosa (page 26)			
3C	Wrath of the Arkonas (page 28)			
3D	The Vivified Labyrinth (page 29)			

Adventure Reward

The party gains a supporter feat.

Adventure 4–A History of Ashes ☐ N ☐ H ☐ L

Upgrade the Vault: Remove all level 1 non-Veteran monsters and barriers and you may remove any number of level 1 or lower non-Veteran boons. Add the level 4 cards.

DURING THIS ADVENTURE

The Harrow suit is Hammers. Add 1d4 to Strength non-combat checks. When you play your harrow, you may draw a weapon or an armor from your discards.

COMPLETE THESE SCENARIOS IN THIS ORDER:		N	H	L
4A	Red Moon (page 30)			
4B	The Belly of the Beast (page 32)			
4C	Flameford Under Fire (page 34)			
4D	Trial of the Totem (page 35)			

Adventure Reward

For every 5 respect points earned, the party gets 1 card, rallies 1 supporter, or gains 1 supporter feat from the following list.

- **Weapons:** Limning Starknife, Returning Totem Spear, Thundering Earthbreaker
- **Armors:** Moon Maiden Armor, Shoanti Barbarian Hide, Totem Klar
- **Items:** Blue War Paint, Red War Paint, Silver War Paint
- **Allies:** Lyrune-Quah Truthspeaker, Sklar-Quah Thundercaller, Skoan-Quah Boneslayer
- **Supporter:** Krojun-Eats-What-He-Kills
- **Supporter feat:** Thousand Bones, Truthspeaker Akram

Adventure 5–Skeletons of Scarwall ☐ N ☐ H ☐ L

Upgrade the Vault: Remove all level 2 non-Veteran monsters and barriers and you may remove any number of level 2 or lower non-Veteran boons. Add the level 5 cards.

DURING THIS ADVENTURE

The Harrow suit is Stars. Add 1d4 to Wisdom non-combat checks. When you play your harrow, you may heal a blessing and/or a Divine card.

Scenarios 5A-5D may be played in any order.

At the start of each scenario, add the wildcards Besieged, Deadly, Unhallowed, and Withering.

After you have won three scenarios listed below, when you would corner and defeat the villain in the fourth, instead banish it and shuffle the villain Mithrodar the Chained into your location. When you would defeat Mithrodar the Chained, instead banish him and all locations, then add the new small location Tower and shuffle the villain Kleestad into it. When you would defeat Kleestad, instead banish him and recharge the villain Ildervok into the location. You win the scenario only when Ildervok is defeated.

COMPLETE THESE SCENARIOS IN THIS ORDER:		N	H	L
5A	Army of the Dead (page 36)			
5B	Shadows on the Wing (page 37)			
5C	The Shrine of Midnight (page 38)			
5D	Ashbringer's Roost (page 39)			

Adventure Reward

A character gets the loot weapon Serithtial. You may rally the supporter Shadowcount Sial; if you do, uncheck the supporter Laori Vaus from your rallied supporters.

Adventure 6–The Crown of Fangs ☐ N ☐ H ☐ L

Upgrade the Vault: Remove all level 3 non-Veteran monsters and barriers and you may remove any number of level 3 or lower non-Veteran boons. Add the level 6 cards.

DURING THIS ADVENTURE

The Harrow suit is Crowns. Add 1d4 to Charisma non-combat checks. When you play your harrow, you may draw a random ally from your discards.

COMPLETE THESE SCENARIOS IN THIS ORDER:		N	H	L
6A	Rebellion in Korvosa (page 40)			
6B	Assault on Castle Korvosa (page 42)			
6C	Death to the Queen (page 44)			
6D	Legacy of Blood (page 46)			

Adventure Reward

The party gains every unchecked supporter feat on rallied supporters.

Adventure Path Reward

When you replay this Adventure Path, you may start with a level 1 boon of any type.

Scenario 1★: Haunted Fortunes

Read the Following Aloud:

You enter the fortune-teller's house, finding no one home. Still, a meal of stale bread and adequate wine is yours for the partaking. You look among her smoky den, taking in a deep sense of connection to the beyond.

After some time, the fortune-teller materializes. Zellara idly shuffles a harrow deck, demonstrating a lifetime of mastery with this very set.

"Thank you for coming, my friends," she says. "I have reasons to be cautious, as a vicious man would see great harm done to me if he knew I were reaching out for help. This man has done something terrible to each of you as well. I speak, of course, of Gaedren Lamm, a man whose cruelty is matched only by his gift for avoiding reprisal. You see, a year ago, his 'Little Lamms' stole this, my harrow deck, from me. My son Eran trailed his youthful pickpockets and returned my deck to me, but Lamm resented that slight. His thugs slew my young son, and I have recovered from my grief enough to seek the very vengeance you demand as well."

You concur with her assessment and ask her where the villain can be found.

She casts your fate and smiles. "According to the harrow, he can be found in an old fishery north of here, at Westpier 17, where he trains abducted children to be pickpockets and counts his stolen treasures."

You know of this place. Westpier is a port where the wealthy and merchant classes don't go. The Korvosan Guards don't go there either, it seems.

"Be careful," Zellara says. "A man who feeds children to an alligator, and who cultivates sharks around his place of business, cannot be trusted. Tread lightly, but ever resolutely. It is time for Gaedren Lamm to pay."

That it is, you aim to assure her, but she is gone in the darkness.

STORY BANES	
Danger	Lamm's Lamb
Villain	Gaedren Lamm and Gobblegut
Henchmen (Closing)	Chemist (*Yargin Balko*) Bandit (*Hookshanks*) Thug (*Giggles*) Lamm's Lambs–Proxy A

Setup

If this is your first scenario, use only the first 3 small locations and create the hourglass from 12 blessings.

LOCATIONS	
1	Boat
1	Fishery
1	Reading Room
2	Alley
3	Docks
4	Office
5	Storehouse
6	Spider Nest

DURING THIS SCENARIO

When you close your location, put a marker next to the scenario. On your check against Lamm's Lamb, add the number of markers.

When you encounter a story bane other than Lamm's Lamb from a location, summon and encounter the danger.

Development:

His thugs routed and his orphans freed from servitude, Gaedren Lamm nonetheless chortles at your situation. "The *fortune-teller* sent you against me? Are you *sure*?"

With a laugh, he unveils a wooden hatbox, and out falls the head of Zellara Esmeranda!

"But how?" you think, then reflect on how she came and went at a whim. You were led here by a ghost! A harrow deck tumbles out from under the box, a relic of a less tragic time.

In your befuddlement, Lamm tries to light out, but is stopped in his tracks. Attracted by the fortune-teller's rotting head, Lamm's alligator Gobblegut crashes up through the floorboards and scampers at the miscreant, devouring him without hesitation. He will trouble the children of Korvosa no more.

Relishing the irony, you pick up the harrow deck and feel Zellara's ghostly energy within. It guides you to a jewel box containing a golden brooch depicting an imp and a house drake curled in mischief. You recognize this insignia. Could it really belong to Queen Ileosa herself?

Reward

A character gets the Loot item Zellara's Harrow Deck. Rally the supporter Cressida Kroft.

Scenario 1A: A City Gone Mad

Read the Following Aloud:

"The king is dead!" the heralds shout. "Long live Queen Ileosa, ruler of all Korvosa!"

If you take the temperature of the citizenry, though, Queen Ileosa might not live as long as the heralds suggest. The curse of the Crimson Throne has claimed yet another victim, and it may claim another before the week is out.

From the spires of Castle Korvosa, you see how the city is faring. Fires and riots pepper the city. King Eodred's spendthrift ways may not have been popular, but he kept the peace. Without his strength, the city may be consumed in chaos.

Yet, in her mourning, the queen remains hopeful. "I love Korvosa, as my husband did before me," she says as she examines the royal brooch you rescued from Gaedren Lamm's fishery. "I will not see his legacy destroyed, and I shall not see my city torn apart. You have done my heart a great service on this dark day, yet perhaps you can serve this city more.

"I must retire to my chambers—my grief has drained me. But our thinly stretched Korvosan Guard could use the aid of heroes such as you. If you so choose, I shall have my beloved guardswoman Sabina commission you into service to the Crown."

"It is my pleasure, Dearest Queen," says the commander, Sabina Merrin. She inducts you as adjunct members of the Korvosan Guard, and introduces you to the Guards' field marshal, Cressida Kroft.

"Welcome," says the field marshal. "I already have a mission for you."

Amid the chaos, the Guard now has a deserter problem. You must seek out a missing Guard sergeant named Verik Vancaskerkin, who is holed up in a butcher shop called All the World's Meat. Vancaskerkin has fallen in with a group of toughs called the Cow Hammer Boys, who simultaneously run the shop and a thriving assault-for-hire business. With food being rationed in the riots, the Boys' services—for both meat and murder—are more popular than ever.

Vancaskerkin can be returned for a court-martial. What happens to the rest of these rotters is hardly a concern of the Field Marshal.

Off you go, then, to All the World's Meat. Along the way, you must make your way through the rioting mobs on the busy streets. What a fine business the queen has for you!

STORY BANES	
Danger	Rioting Mob
Villain	None
Henchmen (Non-Closing)	Thugs (*Cow Hammer Boys*)—Proxy A

Setup

After preparing the story banes, shuffle the non-closing henchman Evidence into the Shop.

LOCATIONS	
	Base
1	Shop
1	Slaughterhouse
1	Storehouse
2	Plaza
3	Tavern
4	Office
5	Abandoned Shacks
6	Bank of Abadar

DURING THIS SCENARIO

After a Thug is defeated or Evidence is displayed next to the scenario, shuffle the villain Verik Vancaskerkin into the Shop; Thugs are now closing henchmen.

If Evidence is displayed next to the scenario, add 1d8 to checks against Verik Vancaskerkin.

Development:

"Wait just a hellspawned minute!" says Sergeant Vancaskerkin as he struggles against your handcuffs. "What do you mean my associates have been murdering people and disposing of the bodies in my—" Then you see a once-proud member of the Korvosan Guard lose his lunch.

Dragged before Field Marshal Cressida Kroft, Vancaskerkin is court-martialed and demoted for his actions. This show of authority has a curious effect on the rank and file: they are suddenly inspired to keep law and order in their hometown. With that, the riots cool from the boiling point to a mere simmering threat. An uneasy peace covers Korvosa, as if everyone is waiting for whatever happens next.

A noble named Amin Jalento has words for you. During the riots, you saved him from a crowd of fervent revolutionaries. "Korvosa needs more citizens like you," he says. "People who will uphold the right of people to be rich if that's where their circumstances take them."

Uh-huh. Maybe these rioters aren't so far off the mark after all.

Reward

Each character gets a hero point. Rally the supporter Amin Jalento.
If Evidence is displayed next to the scenario or if Verik Vancaskerkin was cornered when defeated with a non-combat check, the party gets a new ally and a new blessing.

Scenario 1B: The Ambassador's Secret

Read the Following Aloud:

Field Marshal Cressida Kroft introduces you as her prize new recruits to Korvosa's most renowned teacher of swordplay, Vencarlo Orisini. "Master Orisini has come across some troubling news about the ambassador from Cheliax. If we don't act, Cheliax may take advantage of our city's turmoil to declare sanctions, embargoes, or even war."

"Aye, 'tis true!" Master Orisini smiles and deftly alights in a chair across from you. "Perhaps you have heard of this ambassador, a sullen fop named Darvayne Gios Amprei?"

You have not, and you tell him so.

"More's the value of being you! I, it is sad to note, have not been so fortunate. I have been across the table from Ambassador Amprei far too often. It is among the lowest of my accomplishments.

"Amprei's public disdain for Korvosa is well documented, but secretly, he harbors great desire to control our city. He wants to wreck our economy from within so that he can buy up devalued properties from desperate landholders. He conspires with a rotter named Devargo Barvasi, a crime lord known colloquially as the King of Spiders. They say he controls a vast web of illicit activities from his base at Eel's End. A few say he animates the very dream spiders of Korvosa's sewers, though others claim this is mere fiction. Then again, I've found that the most fantastical of legends are often the truest!"

Eel's End is a section of Korvosa's docks named for a warship permanently moored at the pier. Vencarlo describes how the King of Spiders has infested the ship and four other vessels surrounding it, crafting a waterborne den of iniquity.

"We need evidence," says Marshal Kroft. "We can't just barge in there and burn the place to the ground. Our ambassador might have a contemptible demeanor, but he's still an envoy from abroad. Our case against him must be more watertight than the *Eel's End* itself. As for Devargo, he can drown in the bay."

"So be it!" shouts Vencarlo. "Come. I will take you to the borders of Old Korvosa, where my fencing studio lies. From there it is but a skip to the piers. If anyone threatens my beloved hometown, they shall suffer today!"

STORY BANES	
Danger	Devargo Barvasi
Villain	None
Henchmen (Non-Closing)	Chittersnap Monstrous Spiders—Proxy A

Setup

When preparing the story banes, set aside the non-closing henchman Evidence and shuffle 1 Proxy B for it into each location.

LOCATIONS	
	Base
1	Den of Iniquity
1	Spider Nest
2	Boat
3	Tavern
4	Docks
5	River
6	Repository

DURING THIS SCENARIO

At the end of your turn, you may examine the top card of your location, then put that card on top of a location.

When you close your location, if the number of Evidences displayed is greater than or equal to the number of characters, you may summon and encounter the danger; if you defeat it, you win.

Development:

Spiders! You can hardly get them out of your breeches. The King of Spiders lived up to his name. But Devargo Barvasi lies at the bottom of the harbor, a victim of his own depredations. And of your swords.

Ambassador Amprei did not escape so easily. Barvasi held a collection of love letters between the ambassador and the wife of a Chelish noble. Should this information get out, Amprei would be disgraced, discharged, and perhaps disemboweled.

"Well, well," Vencarlo Orisini taunts the ambassador. "It would be a shame if this wicket got any stickier for you, Darvayne. How about you just abandon your investments here and scurry back home to tend to your affairs? Oh, my most sincere apologies on using that word."

Chagrined, Amprei agrees to Orisini's terms and boards the first carriage to Cheliax. "Nicely done," says Marshal Kroft. "If only all our tasks had such delightful endings."

"Be of cheer, Cressida," Orisini says. "You have my word that Korvosa's days will brighten soon!"

The way he says it, it's hard to imagine elsewise.

Reward

Each character gets a hero point. Rally the supporter Vencarlo Orisini.

Scenario 1C: The Dead Warrens

Read the Following Aloud:

"We do not venture into your people's politics," says the Shoanti visionary Thousand Bones. "Your kings come and your kings go. The Shoanti endure."

As newly minted Korvosan Guards, you are meeting with Thousand Bones because he has reported a crime. Simple enough, but a meeting with a Shoanti elder carries greater weight. More than 200 years ago, the Shoanti were beaten into the Cinderlands by the invading Chelaxians who founded Korvosa on the natives' land. An uneasy truce exists between the two sides, but it could crumble if the Shoanti feel slighted by the Korvosan representatives. That's you.

"Tell us what happened to your grandson," you say. Thousand Bones heaves a sigh. He draws a skull symbol in the earth, signifying the death emblem of the Clan of the Skull.

"My people work hard to understand those who dwell in Korvosa, yet each day we see how this city's people work as hard to foster old hatreds. My grandson Gaekhen is dead, beaten to death by cowards in your city street. My son and his kin wish to return to the Skoan-Quah in the Cinderlands, to rally to war against Korvosa. For both our peoples, this would be disastrous. Amends must be made.

"If a body does not go whole to the fires of the ancestors, the smoke of a warrior's spirit cannot rise to the Great Sky. If I could send Gaekhen's body to the Great Sky with honor and dignity, the talks of peace between our peoples could continue. But he was not just murdered. His body was sold to a necromancer known as Rolth, a criminal to both our peoples. The spirits have revealed to me that Gaekhen's body is below this city's graveyard, a place the spirits call the Dead Warrens. And his body is..." He pauses for a moment. "Not whole."

You try not to show your horror to Field Marshal Cressida Kroft, who sits next to Thousand Bones. She comforts the old man. "We will help," she says. "Your warriors can return home knowing we will do right by your grandson."

As you gather your belongings to prepare, you ask the Marshal who Rolth is.

"A thorn in our side," she says. "He is the son of a crime lord named Gaedren Lamm..."

STORY BANES	
Dangers	Ancient Skeleton Zombie Minion
Villain	Vreeg
Henchmen (Closing)	Carrion Golem (Ghaeken) Cabbagehead Derros—Proxy A

Setup

After preparing the story banes, shuffle together 3 Proxy B's (*body parts*) and a number of blessings equal to the number of locations minus 3, then shuffle 1 of these into each location.

LOCATIONS	
	Base
1	Crypt
1	Dungeons
1	Ruin
2	Ossuary
3	Graveyard
4	Pits
5	Oubliette
6	Twisting Passages

DURING THIS SCENARIO

When you would corner and defeat Vreeg or banish the Carrion Golem or banish, encounter, or examine a Proxy B, display it next to the scenario. You win only when all 3 Proxy B's, the Carrion Golem, and Vreeg are displayed next to the scenario.

Development:

You have emerged from the warrens beneath Potter's Ward carrying the dismembered corpse of the Shoanti warrior Gaekhen. Freeing the four parts from the clutches of Rolth Lamm's evil dwarf sorcerers was no easy task, spread across the warrens as they were. But Shoanti tattoos are swiftly spotted, and eventually you reunited his remains. Field Marshal Kroft promises to see to the rituals of returning the body to Thousand Bones, who will persuade a hostile Shoanti army to return home.

Upon your return from the vile chambers beneath the graveyard, you realize that Korvosa is finally returning to something approaching normal. There are no riots in the streets, no fires on the horizon. Perhaps the people of Korvosa have come to accept their new queen, whose banner you now wear.

"Haven't you heard?" says a fellow Guard. "The Queen's Guards identified the woman who killed King Eodred! Now, all we have to do is find her!"

Fresh boots first. Then, it's time to catch a kingkiller.

Reward

Each character gets a hero point. Rally the supporter Thousand Bones.

Scenario 1D: Kingkiller

Read the Following Aloud:

"Can you even believe it?" says Corporal Verik Vancaskerkin as you march toward Moon Street. "Honorable King Eodred murdered! And by a pretty young thing like that!"

His glee is hard to fathom. You whisper so as not to include the Field Marshal in your discussion. "Wait, do you mean Queen Ileosa–"

"WHAT?" he shouts. "No no no NO NO NO. Not the queen! She may be young and beautiful and haughty beyond measure, but those are hardly crimes! Of course I'm talking about Trinia Sabor, the artist who painted a portrait of the king scarcely a month before his passing! There were rumors that the king fancied her for her innocent demeanor and golden hair, and it seems now that she took advantage of the old man's attentions. Slain by a poisoned paintbrush, I expect!"

That last bit seems a bit far-fetched, even for a town like Korvosa. But who are you to judge. The king's murderer has been named, and it is on you to bring her to trial.

Down here on ground level, the dense neighborhood surrounding 42 Moon Street blocks out the light from the sun. Above, jury-rigged catwalks, overhanging roofs, lines of laundry, and homemade bridges of rope and boards create a cluttered tangle, a multi-level mess of gutters, upper floors, and rooftops.

"I see you gazing at the Shingles," Verik says. "Lots of people live up there. It's basically a maze, but one high up from the tenements below."

You question the citizens about Trinia, learning only that she seemed to be an unselfish, likable woman who could never have done something as terrible as kill a king. But since she's been declared guilty of regicide, her neighbors are prepared to believe the worst.

"Look up there!" shouts Verik. "There she goes! That girl killed King Eodred!"

A paintpot flies down from the Shingles and renders Corporal Vancaskerkin unconscious. You see a woman on the rooftops turn and run. Chase her down!

STORY BANES	
Dangers	Each time you encounter the danger, randomly choose a new barrier.
Villain	None
Henchmen	None

Setup

When building the locations, build a number of Rooftops locations equal to the number of characters.
When preparing the story banes, shuffle the closing henchman Fugitive into the Tenement.

LOCATIONS	
1	Rooftops
1	Tenement

DURING THIS SCENARIO

All characters start at the Tenement.

When the Fugitive is defeated, the location it came from closes automatically. Shuffle the Fugitive into another location, then all characters move to that location.

Development:

As the tearful girl is led to the guillotine, Queen Ileosa steps before the blood-bent crowd. She is surrounded by female warriors clad from crown to sole in gleaming silver plate. The Gray Maidens.

"Korvosans!" calls the queen. "We have suffered greatly these past weeks. Before you is the source of your anguish. Be not deceived by her timidity–she is a black-hearted assassin. Let us usher in a new dawn with justice! Off with her head!"

The executioner raises a mighty axe. The girl cringes in the block. With one swing–

THWACK

The executioner screams as a dagger embeds itself in his hand. A cry echoes through the crowded courtyard: "By the gods! It's Blackjack!"

A man in a black mask and hooded cloak cascades to the gallows and turns to the crowd. "Yes indeed! Let us usher in justice for Korvosa! Down with the queen!"

In the predictable chaos, Blackjack and Trinia vanish. The queen huffs and is escorted away. And you have a choice to make.

Korvosa. Never a dull moment.

Reward

Each character gets a hero point. Rally the supporter Trinia Sabor.

Scenario 2A: Rats and the Sinking Ship

Read the Following Aloud:

"The plague!" wails the town crier between coughs. "O the mournful plague!"

Korvosa is in the grip of a death plague called the blood veil. It came out of nowhere shortly after the riots and fires. Could it be tied to evil spirits displeased at the death of King Eodred? The return of the hero vigilante Blackjack? The Shoanti warriors preparing an attack on the city? All these conspiracy theories and more accompany the most virulent disease to strike Korvosa in decades.

"We are overwhelmed," says Ishani Dhatri, a charitable acolyte from the Bank of Abadar. "We could not cure all the citizens even if they could pay us to do so, as is the norm. We need to find the source of the plague, and most hurriedly."

Your guard commander, Field Marshal Cressida Kroft, outlines several leads, each more gruesome then the last.

First, the city guards sunk an unmanned ship called the *Direption* that floated into the Jeggare River. Was it a plague ship?

Second, a torchbearing mob hunts the sewer wererat Girrigz for plotting to overthrow the surface dwellers. Is this just drunken dockworker talk or the source of the plague?

Third, the plague carters report an illegal corpse-dumping operation near Giotorri's Toy Shop. Do Korvosa's long-toothed residents have a reason to drum up more bodies?

Finally, a house party–during a plague!–at Carowyn Manor has been quarantined because of a zombie outbreak. Did the deadly plague just take a more sinister turn?

Somewhere, someone knows why Korvosa's fate hangs in the grip of the blood veil.

STORY BANES	
Dangers	Blood Veil Wererat
Villain	None
Henchmen (Closing)	Girrigz Wererats–Proxy A

Setup

After building the locations, shuffle an ally into each.

LOCATIONS	
	Base
1	Fishery
1	Twisting Passages
2	River
3	Docks
4	Caves
5	Alley
6	Lair

DURING THIS SCENARIO

When you close your location, before banishing its cards, search it, then you may shuffle all of its cards into another location.

When you defeat Girrigz, add the new location Ship and shuffle the villain Yvicca into it. All Proxy A cards are now Blood Veil, and the Wererat is no longer a danger.

To win, defeat and corner Yvicca.

Scenario 2A: Reward

Each character gets a hero point. Rally the supporter Ishani Dhatri.

Scenario 2B: The Life of the Party

STORY BANES	
Dangers	Blood Veil Zombie Minion
Villain	Jolistina Susperio
Henchmen (Closing)	Vampire
Henchmen (Non-Closing)	Plague Zombies–Proxy A

Setup

After preparing the story banes, shuffle a non-closing henchman Plague Zombie–Proxy B into each location.

LOCATIONS	
	Base
1	Graveyard
1	Manor
1	Shop
2	Abandoned Shacks
3	Den of Iniquity
4	Alley
5	Chambers
6	Bridge

DURING THIS SCENARIO

When you defeat a Plague Zombie from a location, roll 1d8. If the result exceeds the number of cards remaining in your location, you may immediately attempt to close it.

When you close your location, before banishing its cards, search it and shuffle all of its story banes and proxies into a random location.

Development:

You have learned much in your investigations. You have not learned where the plague came from.

The so-called plague ship's wreck contained the corpse of a captain whose body sported the symbol of the cult of Urgathoa, the Varisian goddess of disease. But if it ever bore the plague, it never got close enough to spread it.

The sewer wererats brewed up something counterproductive to Korvosa's health, but none had any method of bringing disease other than their malingering lycanthropy.

A group of vampire spawn on Racker's Alley took advantage of the excess mortality in an abandoned toy shop. They ventured aboveground because some other vampiric force chased them out of the sewers.

Worst of all, the crazy half-elf sorcerer Jolistina Susperio let loose a zombie infestation in the party at Carowyn Manor. A lone survivor described how the half-elf's lover Rolth Lamm kidnapped the party's entertainer before the calamity. This horror might lead you to the source of the plague after all.

Scenario 2B: Reward

Each character gets a hero point. A character gets the Loot ally Ausio Carowyn. Rally the supporter Keppira D'Bear.

Scenario 2C: The Queen's Hospitality

Read the Following Aloud:

The Hospice of the Blessed Maiden is a former Arkona Imports warehouse on West Dock. It sure does a far more bustling business now than in its mercantile days. For the Hospice is the newly commissioned quarters of the Queen's Physicians, those plague mask-wearing doctors tasked with finding a cure to the deadly blood veil.

The hospice is a place of hope and respite for those in advanced stages of suffering from the disease, where sick folk from any walk of Korvosan life might come to find salvation under the care of the Queen's Physicians. While at the Bank of Abadar, the ailing are turned away if they can't pay, here the suffering are welcomed in.

You've been hoping to catch a glimpse of the head of the Queen's Physicians, Doctor Davaulus. He is always under Gray Maiden escort, likely because the terrified townsfolk demand a cure at the briskest possible pace. The queen has him under protection so he can work without fear of being mobbed by rioters.

In fact, going near the Hospice is dangerous if you don't have the plague. Without the plague masks, the physicians might contract the blood veil themselves. You've been given a temporary ward by the bishop of the Grand Cathedral of Pharasma, Keppira D'Bear. That allows you to stay near the Hospice without picking up the infection, but should you go into any of these buildings, all bets are off. And you're going into those buildings.

You came here because of a lead gained from a horrific party thrown at Carowyn Manor. The sole survivor told you of the villain Rolth Lamm, son of your old enemy Gaedren Lamm, and how he spirited away a Varisian musician named Ruan before Rolth's girlfriend murdered everyone. From the musician's sister, you know Ruan contracted and then defeated the blood veil. You came because you hoped you could see him come out of the hospice.

The thing is, you've been watching this place for days, and while plenty of sick people have gone in, none of them have come out.

STORY BANES	
Dangers	Gray Maiden Guard Queen's Physician
Villain	None
Henchmen (Closing)	Doctor Davaulus Rolth Lamm Queen's Physicians–Proxy A

Setup

After preparing the story banes, shuffle a non-closing henchman Gray Maiden Guard–Proxy B into each location.

LOCATIONS	
	Base
1	Barracks
1	Hospice
2	Blood Pool
3	Office
4	Slaughterhouse
5	Arsenal
6	Oubliette

DURING THIS SCENARIO

When you encounter a Gray Maiden bane or a Queen's Physician, you may succeed at a Diplomacy, Perception, or Stealth 5 check to evade the encounter; if you do, you may reload or recharge the bane into its location.

Development:

This was not what you expected to find inside a hospital. While the Gray Maidens protected them, the plague mask-wearing Queen's Physicians were about some most horrible business.

Their experiments can only be described as gruesome. Certainly no one suffering from the plague had their condition improved by the doctors' ministrations. The necromancer Rolth Lamm supervised the doctors' work, operating on patients while they were still alive with no intent of saving them.

As the many prisoners–sorry, patients–succumbed to their infections, their bodies were disposed of in the most callous of manners, tossed to the sewers below. The head of the hospice, Doctor Davaulus, wasn't trying to cure the plague; he was trying to *spread* it.

But what bothered you most was that Davaulus was willing to go to his doom protecting an even viler secret: what happened to those whose bodies overcame the plague. Now you must investigate the levels under the hospice, for there is even more gruesome work below.

Reward

Each character gets a hero point. The party gains a supporter feat.

Scenario 2D: The Cult of Urgathoa

Read the Following Aloud:

A wooden cargo lift ratchets downward from the Hospice of the Blessed Maiden above. You have defeated Doctor Davaulus and his murderous Queen's Physicians, whose mission was to spread the plague among the citizenry of Korvosa. He went to his grave defending the access to the underground bunker, likely because he knew his complicity would have been punished by a swift swing from the queen's axe.

As you head into the depths, you start to put all of this together. A supposed plague ship is sunk before anyone can confirm whether the plague is onboard, and its slain captain bears a symbol of the dark goddess Urgathoa. Wererats are framed by a mob. Vampire spawn roam the city due to an incursion of a more powerful undead force. A party of well-to-do Korvosans catches the plague and then turns into zombies before anyone can figure out how. A Varisian musician disappears after evincing an immunity to the blood veil.

These seemed like unconnected threads. In the chaos of a plague zone, any number of disasters might befall the populace. But now, you've exposed the diseased vein at the heart of the conspiracy to kill Korvosa.

The Queen's Physicians, protected by the Gray Maidens, roamed the streets claiming to work toward a cure, but instead recruited victims for their experiments. Its leader, a renowned healer, was unmasked as a spreader of disease and an ally to a necromancer. And now you, on the queen's instructions, are heading into a dank dungeon below the city streets.

Something tells you that you'd better be careful who you tell what you find down here.

STORY BANES	
Dangers	Blood Veil Cultist
Villain	Lady Andaisin
Henchmen (Closing)	Leukodaemon Vampire (*Ramoska Arkminos*) Cultists–Proxy A

LOCATIONS	
1	Laboratory
1	Lair
1	Shrine
2	Oubliette
3	Pits
4	Cell
5	Dungeon
6	Crypt

DURING THIS SCENARIO

When you would defeat and corner Lady Andaisin, she is instead undefeated; banish her and shuffle together the villain Daughter of Urgathoa and a number of closing henchmen Cultist–Proxy B's equal to the number of locations. Shuffle 2 of these cards into the location Lady Andaisin came from, and 1 card into each other location.

When you encounter a Cultist, after acting, succeed at a Constitution or Fortitude 5 check or suffer the scourge Plagued.

Development:

As you carefully burn the vats of blood veil, you piece most of the plot together. With the combined efforts of Doctor Davaulus, the necromancer Rolth Lamm, and the vampire Ramoska Arkminos, the blood veil was set loose, sowing discord and terror among the hapless citizens of Korvosa. It doesn't take much effort to imagine who might benefit from such chaos.

For now, you relish a smaller victory, one that makes you heroes in the eyes of all. In rescuing the musician Ruan from the vampire, you learned that some Varisians displayed immunity to the blood veil. This allows the Grand Cathedral of Pharasma to develop a cure for the plague. As soon as a subject is immunized, they spread the cure merely by contacting the infected. Within a week, the plague is destroyed forever.

Many have died. The city is in no condition for more strife. Queen Ileosa commends your work from a distance. It's best you don't meet her face to face.

For now.

Reward
Each character gets a hero point. A character gets the Loot ally Ruan Mirukova.

Scenario 3A: Red Mantis and Orange Flames

Read the Following Aloud:

As saviors of Korvosa, you would think you could enjoy some comfort after ending the horrors of the plague. Whatever the opposite of comfort is, that's your new lot in life.

Queen Ileosa, Korvosa's recently ascended monarch, is none too happy with the state of the soldiery. She has crippled the Korvosan Guard, in which you were enrolled of late. She has disbanded Sable Company, the hippogriff-riding marines that defended the city from assault. The Hellknights of the Nail have fled the city rather than face the wrath of the queen. Only the queen's newest force, the armor-clad women who make up the Gray Maidens, have been given free rein to secure the city.

As Ileosa announced these draconian changes, Sable Company commandant Marcus Thalassinus Endrin rebelled in front of the crowd. Commanded to surrender his badge, he instead shot the queen with an arrow, striking her in the head. But instead of becoming an assassin, Endrin became the victim. Despite her grievous injury, Ileosa seized him by the throat and rammed his own arrow into his gullet. Tossing aside the wounded commandant, Ileosa declared martial law and locked herself inside her castle, safe from the madding crowd.

Your commander, Field Marshal Cressida Kroft, urges you to seek shelter. Fortunately, an obvious place recommended itself: swordsman Vencarlo Orisini has a school in the heart of the city. Old Korvosa has been under quarantine since the onset of the plague, its wooden bridges burned and its only stone bridge guarded by the Gray Maidens. The Maidens' assignment is to keep Old Korvosa's inhabitants in; if anyone tries to get out, they shoot the offender on the spot.

But for those on the outside wanting in, that is none of the Maidens' concern. If you want to imprison yourself amid the rest of the trapped rabble, they're all too happy to let you. Just don't try to escape, they warn you.

You accept their terms and head toward Vencarlo's fencing academy. It will be good to have a place where the Gray Maidens can't find you. The school will be your haven.

If only it weren't on fire.

STORY BANES	
Danger	Inferno
Villain	None
Henchmen (Closing)	Red Mantis Assassins–Proxy A

LOCATIONS	
	Base
1	Bank of Abadar
1	Library
1	Manor
2	Office
3	Storehouse
4	Blood Pool
5	Tenement
6	Rooftops

DURING THIS SCENARIO

At the end of your turn, examine the top 1d4 cards of a random location; if you examine a Red Mantis Assassin, summon and encounter the danger. Then banish any examined boons and return any other examined cards to the bottom of the location in the order examined.

Development:

His academy burned and his home ransacked, Vencarlo Orisini is nowhere to be found. The Red Mantis assassins–masked destroyers in service of the insect god Achaekek–have kidnapped the great sword master. The red-shrouded mantises do not speak, so they cannot tell you where Orisini has been sequestered.

However, as the old proverb says, send an assassin to do a thief's job and your hands will bear only blood. The Red Mantis may have taken Orisini, but they were no good at learning his secrets. Behind a painting by the artist Salvator Scream, you made a stunning discovery: a chest containing the gear of the legendary hero Blackjack! The name of Blackjack alone is enough to strike fear into the hearts of evildoers. The costume should be enough to stop those hearts cold.

Since Orisini cannot wear his cape and cowl, it falls to another. Someone must take up the mantle of Blackjack. That someone is you.

Reward

Each character gets a hero point and a role card.
A character gets the Loot item Blackjack's Gear and the Loot weapons Blackjack's Dagger and Blackjack's Rapier; that character may choose Blackjack: Hero of Korvosa as their role card.

Scenario 3B: The Emperor of Old Korvosa

Read the Following Aloud:

An open-air balcony's brightly colored canvas roof extends up over the area like a half-dome, decorated with scenes of gruesome debauchery. On the balcony is a poor man's version of the Crimson Throne, a high-backed thing of blood-red cushions, silks, and spikes. By the throne stands a towering guillotine of wood and bone, its glittering blade housed in a leering demonic maw.

This is a place where blood is spilled, and the crowd of Old Korvosa has come to see it done.

"Where is Salvator Scream?" says a woman from the crowd of spectators. An elf with a bright smile, the woman looks to you with an acknowledgement of friendship, though you have never known her or this Scream person.

From the throne comes a bold command.

"You dare?" says the old man in the disheveled cape and crown. "You come before the Emperor of Old Korvosa and make demands? Tell me, Jabbyr, does anyone do that?"

A hooded gnome giggles from his position by the famed guillotine known as the Tall Knife. "Nope," he says. "Nope, nope, nope."

"Salvator Scream, the most talented artist in all of Korvosa, is a guest of the crown," the Emperor proclaims. "Only those who win my game may catch a glimpse of his grandeur. Those who lose are fed to the Tall Knife."

"Then we'll win your game!" says the elf, patently including you in a bargain you had no intention of sealing. "What game are we playing?"

"BLOOD PIG!" shouts the crowd as one. You look on in horror as squealing piglets are placed in cages on the arena floor, near pits containing ravenous wolverines.

"The rules of Blood Pig are as follows!" shouts the gnome. "Pig goes in hole, one point. All pigs in holes, most points wins."

That's... not right.

"Blood Pig! Blood Pig! Blood Pig!" chants the crowd. You look into the piglets' eyes and realize you both just got dealt a very bad hand.

"Oink?" asks one.

Sorry, piggie. It's a beautiful day for a blood sport.

STORY BANES	
Danger	Thug
Villain	None
Henchmen	None

Setup

When preparing the story banes, display the non-closing henchman Blood Pig Bout next to the scenario. Shuffle a Proxy B (*Squealing Pig*) into each location.

LOCATIONS	
	Base
1	Pits
1	Plaza
2	Abandoned Shacks
3	Tenement
4	Den of Iniquity
5	Arsenal
6	Rooftops

DURING THIS SCENARIO

At the start of your turn, display Blood Pig Bout next to a random location. At the end of your move step, if you are at Blood Pig Bout's location, encounter it. Then, if you did not defeat or encounter Blood Pig Bout, put the top card of Blood Pig Bout's location faceup on an emperor pile next to the scenario. If only 1 location has cards, banish Blood Pig Bout.

When you encounter a Squealing Pig, draw it. When at the location Pits, you may display the ally Pig or a Squealing Pig next to the location; when the number of those cards is greater than or equal to the number of locations, banish Blood Pig Bout.

When Blood Pig Bout is banished, add the new location Throne Room and shuffle the villain Pilts Swastel and the non-closing henchman Jabbyr into it, then shuffle the emperor pile and reload it into the Throne Room. All Proxy B's are now the non-closing henchman Thug.

To win, defeat and corner Pilts Swastel.

Development:

After a rousing game of Blood Pig, you ended the reign of Emperor Pilts. His crowd dispersed, grateful for the loss of their insane tyrant.

"Hi. I'm Laori Vaus of the Brotherhood of Bones," says the elf. "Wasn't it fun to be covered in pig blood? And weren't those squeals delightful?"

You assure her that it and they were not.

"To each your own. Anyway, it was the only way I could get to Salvator Scream."

The artist is chained to an easel, busily painting in the Emperor's theater, Exemplary Execrables. His recent work is violent, colorful, and uninspired.

"Do you have any older works?" asks Laori.

Salvator produces three paintings, and they are indeed more inspired. One depicts a blue dragon towering over a castle while its citizens are impaled. This makes Laori's day.

"Such a dreary life," Scream says. "Before we escape Old Korvosa, we need to rescue the seneschal. Only he can depose the queen."

Reward

Each character gets a hero point. A character gets the Loot ally Salvator Scream. Rally the supporter Laori Vaus.

Scenario 3C: Wrath of the Arkonas

Read the Following Aloud:

At the artist Salvator Scream's suggestion, you ascend to a palace at the highest point of Old Korvosa. It's a breathtaking structure built in the Vudrani style, with windows that rise to tapered points, minarets, and domes. Statues of elephants and six-armed deities keep watch outside the gates.

Your host, a resplendent merchant lord named Glorio Arkona, hears how your efforts have left the Arkonas as the only real power on the quarantined island. You see a satisfied glimmer of appreciation in his eye.

"You have done well for my people," he says. "And now there is the matter of the queen. Obviously, as a citizen of some renown, I must serve the Crown with all my loyalty. Betrayal is not in the Arkona blood, you see. But there are ways to unseat even the most tyrannical of monarchs."

"The seneschal Neolandus Kalepopolis has gone missing," you say. "We have reason to believe you know where he is. Perhaps also his ally, Vencarlo Orisini."

"Ah," says Glorio. "Yes, you are most direct. It is true that the seneschal is the only person who can legally depose a Korvosan monarch. And we are all about the law here, which is why we have quite legally made him our guest in the Vivified Labyrinth below our castle. Returning him to you is... a trifle complicated. While I cannot enter the labyrinth, I can tell you how to enter it. Simply rotate the elephant statue in the garden and you can come and go as you please."

That was all you needed to hear. For Salvator Scream may not have known where the Arkonas kept the seneschal and the sword master, but he did know the Arkonas were all replaced by rakshasas, animal-headed demons with malice in their hearts. Now, with weapons drawn, you'll make it clear that you know as well.

STORY BANES	
Dangers	Elemental Rakshasa
Villain	Bahor
Henchmen (Closing)	Rakshasas–Proxy A

DURING THIS SCENARIO

When attempting to guard distant locations, only 1 location can be successfully guarded.

When Bahor escapes, instead of retrieving blessings from the vault or hourglass, retrieve monsters from the vault.

LOCATIONS	
	Base
1	Castle
1	Glade
1	Manor
2	Barracks
3	Office
4	Chambers
5	Shrine
6	Library

Scenario 3C: Reward

Each character gets a hero point. The party gains a supporter feat.

Scenario 3D: The Vivified Labyrinth

STORY BANES	
Danger	Rakshasa
Villain	None
Henchmen (Non-Closing)	Senshir Sivit Poison Dart Trap Inferno Trap Random barriers

Setup

When setting out the locations, arrange them in a circle in the order listed (so the last location you're using is adjacent to the Dungeons).

When building the locations, first shuffle together a number of Trap barriers equal to the number of locations, then deal 1 into each location. Then build as usual.

LOCATIONS	
1	Dungeons
1	Oubliette
2	Twisting Passages
3	Repository
4	River
5	Laboratory
6	Cell

DURING THIS SCENARIO

At the start and end of your turn, examine the top card of your location; if it is a barrier, encounter it. Otherwise, reload it into another location.

When you defeat a barrier, you may examine the top card of each location; if the top card of each is a different level than the locations to the left and right of it, add the new location Lair and shuffle the villain Vimanda into it. If the Lair is already built, you may attempt to close your location.

To win, defeat and corner Vimanda.

Development:

The rakshasa siblings Bahor and Vimanda–known as the merchants Glorio and Meliya Arkona–will trouble Korvosa no more. Deep in their labyrinths, you free Vencarlo Orisini and Seneschal Neolandus Kalepopolis. Vencarlo seems impressed–perhaps even relieved–to see someone else bear the mantle of Blackjack.

"A fine tradition is passed on," he says. "But we have other things to fret about! Tell Neolandus of what has transpired!"

You describe the queen's declaration of martial law, her survival of an assassination attempt, and her possible link to the blood veil.

"We must leave," says the seneschal.

Scenario 3D: Reward

Each character gets a hero point. Rally the supporter Neolandus Kalepopolis.

Scenario 4A: Red Moon

Read the Following Aloud:

"You have done my people a great favor by returning the body of my grandson, and by killing the necromancer who defiled his remains," says Thousand Bones in the glimmer of the Bone Council fire. "I sense you've come to me to ask something in return."

You have come to the Shoanti homelands at the urging of Castle Korvosa's seneschal, Neolandus Kalepopolis. The seneschal gave you scrolls that allow you to return to Korvosa briefly while exploring these barbarian lands. "The queen is a madwoman," he said before he and Vencarlo took refuge. "Bahor let slip that Ileosa's power comes from her crown, crafted of the teeth of a dragon. We must learn more of this relic."

Here in the Cinderlands, the Shoanti protect relics. At your mention of the crown, Thousand Bones nods.

"Our tribe, the Skoan-Quah, is but one of three in the Cinderlands. We are shunned by the Lyrune-Quah and the Sklar-Quah for our willingness to mix with your kind. My words do not reach their ears when I warn them of Queen Ileosa and her rise in power. They hear tales of the city in flames, of its king dead, of disease ravaging its people, and they see this as a just punishment for a hated enemy. They are blind to the greater threat to us all."

To complete your mission, he explains, you must gain the respect of all three tribes. His Skoan-Quah tribe—the Clan of the Skull—will assist you if you recreate the legendary deeds of Shoanti warriors past. The Sklar-Quah—the Clan of the Sun—will help if they hear of your deeds, but not from Thousand Bones's tribesmen. Instead, you will need the words of a truthspeaker that the Sklar-Quah respect. Only the Lyrune-Quah—the Clan of the Moon—can provide such a truthspeaker, a man named Akram.

Thousand Bones has a disturbing vision of the House of the Moon, a sacred site of the Lyrune-Quah. Its Moon Maidens are scattered, and Akram is nowhere to be found. But inside the shrine is a rampaging beast called a red reaver. It is attracted to beauty, and there is little more beautiful on these plains than the ancient temple of Desna. If you rally the Moon Maiden warriors to your side and chase away this beast, the respect of the Lyrune-Quah will be yours.

STORY BANES	
Dangers	Each time you encounter the danger, randomly choose a new Critter story bane.
Villain	None
Henchmen	None

Setup

When preparing the story banes, display the Loot ally Lyrune-Quah Moon Maiden and shuffle 1 Proxy A for it into each location. Shuffle the villain Red Reaver into the Shrine.

When creating the hourglass, for every 5 cards in it, replace 1 blessing with 1 Proxy B.

LOCATIONS	
	Base
1	Repository
1	Shrine
2	Reading Room
3	Dunes
4	River
5	Trail
6	Tower

DURING THIS SCENARIO

When you move to or from the Base without playing a boon to move, bury a boon.

When you succeed at a check to defeat by 20 or more, gain 1 respect point (use markers to track these until the end of the adventure).

When you advance the hour, if it is Proxy B, each character at a random occupied location summons and encounters the non-closing henchman Collapse. Then banish the proxy.

When you acquire a Lyrune-Quah Moon Maiden, display it at your location and suffer the scourge Honor-Tested.

You can only guard if you are marked with the scourge Honor-Tested or if a Lyrune-Quah Moon Maiden is displayed at your location.

Development:

You stand at the base of the silvery stone shrine, impressed by the long tail feathers of an immense star monarch carved into its facade. Above, an argent sphere caps the tower's peak, as if the moon had fallen out of the sky to become impaled upon the steeple.

Truthspeaker Akram thanks you for joining with the Moon Maiden warriors in removing the red reaver. Now that the House of the Moon is secure, he is willing to go with you to the lands of the Skoan-Quah.

"We are a quiet people," he says. "So when we speak, our words are heeded. You are hoping to gain passage into Sklar-Quah country, which will only come if you replicate the deeds of warriors past. Perhaps unfortunately for you, I know what deed Thousand Bones's people prize the most.

You shudder to think of what that might be. Seeing this, the Truthseeker tells you.

"So, outlander. Have you ever been *inside* a fire worm?"

Reward

Each character gets a hero point. Rally the supporter Truthspeaker Akram.
A character gets the Loot ally Lyrune-Quah Moon Maiden.

Scenario 4B: The Belly of the Beast

Read the Following Aloud:

"I am here to witness, and to tell of what I see," says Truthspeaker Akram. This is why you brought him here, to the bleakest part of the Cinderlands. Over the sound of the earth rumbling, the elder Thousand Bones speaks the legend aloud.

"Long ago, the Sklar-Quah warrior Skurak slew his brother. Although Skurak claimed the death was a hunting accident, the Sun Shaman declared him an outlander. Before Skurak was cast out, he swore he would be born again and return to his tribe. He went to the killing grounds of great Cindermaw the Clan-Eater armed with only a dagger. Without fear, he dove into the beast's mouth and cut his way out. He returned to the clan and declared he had been reborn, leaving his misdeeds in the cleansing fire of Cindermaw's belly. The Sun Shaman accepted this and Skurak's time as an outlander was spoken of no more."

From the hilltop, you look down on the blasted valley below. The ground rumbles, and a deer skitters for cover. It is of no use. The ground erupts in fire, and a giant blazing worm swallows the creature whole.

"You cannot kill Cindermaw," says Thousand Bones. "For what is the worth of a foe if he may be vanquished? Instead, you must do as Skurak did: enter the mouth of the fire worm and cut your way out. Then you will have the respect of the Skoan-Quah, and their safe passage to the lands of the Sun People."

Cindermaw retreats into the soil and the tremors cease. Except for a large swath of burnt earth, the valley is peaceful again.

"Careful how you run," Thousand Bones advises. "If you make too much noise, you will draw out Cindermaw and be bathed in fire. That is not how you become a legend. Time your strides correctly, and you will outfox the mighty worm. Fail, and you will be but one more burn mark along the ground."

STORY BANES	
Danger	Inferno
Villain	Cindermaw
Henchmen	None

Setup

After building the locations, shuffle into the Cinderlands
a number of monsters equal to twice the number of characters
and a number of barriers, weapons, and allies each equal to the number of characters.

LOCATIONS	
	Base
1	Cinderlands

DURING THIS SCENARIO

When you move to or from the Base without playing a boon to move, bury a boon.

When you succeed at a check to defeat by 20 or more, gain 1 respect point (use markers to track these until the end of the adventure).

When you fail a check to defeat Cindermaw, gain the scourge Honor-Tested. While marked with this scourge, at the start of your turn, suffer 1d4-1 Fire damage.

If you would defeat Cindermaw and are not marked with the scourge Honor-Tested, Cindermaw is undefeated instead.

Development:

"The legend of Skurak is reborn!" Truthspeaker Akram shouts. As you clean the worm guts from your clothing, the great beast Cindermaw slinks beneath the Cinderlands to nurse its wounds. The Skull Clan Boneslayers cheer from the rocky heights, for you have outdone even them today.

"Now you go *there*," says your Boneslayer guide, pointing out the path to Sklar-Quah territory. You must enter the Clan of the Sun's village of Flameford on your own.

"You do *not* go there," says a young warrior leading a band of thundercallers. "Tell me, Truthspeaker, why you harbor trespassers?"

"Hold fast, Krojun Eats-What-He-Kills," says Akram, "and hear what outlanders can do when of a respectful mind." Akram then speaks loud and long of your great heroism.

"Hrmph," Krojun says. "My people have not followed in Skurak's footsteps for some time. I do not trust these words. You must prove yourselves in the Trial of the Totem."

Reward

Each character gets a hero point.

Scenario 4C: Flameford Under Fire

Read the Following Aloud:

The Sun Shaman motions to a mesa that is repeatedly struck by lightning despite nary a cloud in the sky. "That is Bolt Rock. You must carry a sun totem up the rock and keep it upright for one full day. Then, and only then, will we share our knowledge with you. There are the sun totems." He points at a display of 10-foot-tall clay pylons, each end of which is rounded so it cannot stand upright on its own. As you consider this, you realize that a crossbow is pointed directly at your heart.

"Well, isn't this quaint," says a gray-haired man dressed in leathers and a cowstalker hat. "Korvosans and Shoanti scum making nice-nice. Boys, how 'bout we show 'em what we think of that."

STORY BANES	
Dangers	Each time you encounter the danger, randomly choose a new Assassin story bane. If you choose the Cinderlander, randomly choose a different one instead.
Villain	None
Henchmen	None

Setup

When building the locations, set aside the banes in a siege pile, then shuffle in the non-closing henchman Cinderlander and a number of non-closing henchmen Red Mantis Assassins–Proxy A and Ashwing Gargoyles–Proxy B each equal to the number of characters.

LOCATIONS	
1	Cinderlands
2	Cliff
3	Campsite
4	Thicket
5	Pits
6	Farm

DURING THIS SCENARIO

When you succeed at a check to defeat by 20 or more, gain 1 respect point (use markers to track these until the end of the adventure).

When you would explore, instead encounter the top card of the siege pile as if it were the top card of your location. If it is not defeated, shuffle it into the siege pile.

While using a power that examines cards, you may treat the siege pile as your location.

When you suffer damage that is not reduced to 0, banish the top card of your location and each unoccupied location; when a location has no cards, it closes automatically.

If any location is closed, you lose.

To win, empty the siege pile.

Scenario 4C: Reward

Each character gets a hero point. The party gets all boons remaining in locations.

Scenario 4D: Trial of the Totem

STORY BANES	
Dangers	Each time you encounter the danger, randomly choose a new barrier.
Villain	None
Henchmen (Closing)	Pack Landsharks–Proxy B

LOCATIONS	
	Base
1	Cliff
1	Mountain
2	Cinderlands
3	Dunes
4	Glade
5	Shrine
6	Trail

Setup

After preparing the story banes, add a blessing to a faceup totem pile next to each location.

DURING THIS SCENARIO

When you move to or from the Base without playing a boon to move, bury a boon.

When you succeed at a check to defeat by 20 or more, gain 1 respect point (use markers to track these until the end of the adventure).

At the start of your turn, you may add a boon from your hand to any totem pile and suffer the scourge Honor-Tested.

When a bane from a location is undefeated, banish a boon from that location's totem pile.

When you close your location, draw all boons in its totem pile.

At the end of your turn, banish a boon from each unoccupied location's totem pile; if you cannot, you lose.

Development:

Krojun Eats-What-He-Kills nods at your progress. "Courage, outlander. I am impressed with your resolve. You are welcome here as nalharests–our siblings."

You have held up these totems through sandshark attacks and electrical storms. Finally, at the wave of the Sun Shaman, you are allowed to lower them and rest.

"We will need a spirit to bind," says the shaman.

Torches flicker on the mesa as the ghost of the harrower Zellara takes shape.

"Take mine," she says. "If the fates must be read, they'll be read with my approval."

The Sun Shaman nods, and all are silent. An image enters the minds of all at Bolt Rock. A deep blue dragon atop a castle, just like in Salvator Scream's painting. A great battle. Body parts that would not die. A crown. A mighty sword.

"There is your quest," the Sun Shaman says. "It is called 'Scarwall.' It is a dark place."

Aren't they all, you think. You prepare to leave the Cinderlands behind.

Scenario 4D: Reward

Each character gets a hero point.

Scenario 5A: Army of the Dead

Read the Following Aloud:

Castle Scarwall looms before you. According to the Cinderlanders, it is the onetime fortress of a giant blue dragon named Kazavon whose teeth are embedded in Queen Ileosa's crown. It is also massive and stocked deep with undead. You need a lot more information about what you're doing before you attempt to rescue the sword Serithtial.

"Hiya!" says a cheerful elfin voice. "Remember me?"

You do remember Laori Vaus. She got you caught up in a disgusting game of Blood Pig down in Old Korvosa. And the fact that she works for something called the "Brotherhood of Bones" is constantly disconcerting.

"I brought my... um, boss, or something." Laori is accompanied by a stern-looking gray-haired noble who stands ahead of a green-skinned woman covered in chains.

"Yes, well, thank you, Miss Vaus," he says. "I am Shadowcount Sial, and this is my eidolon Asyra. We are here because your interests and ours are aligned. Just this one time."

You urge the shadowcount to continue, not yet trusting him.

"Hrrm, you see, the Castle here, Castle Scarwall, is where one of our lord Zon-Kuthon's former worshippers, the dragon Kazavon, held his court. It... did not go well. He betrayed his brothers, amassed a nearly invincible army of orcs and savages, and generally evinced a need to be, well, put down. Thankfully a group of gullible heroes called the Esoteric Order of the Palatine Eye was persuaded to end the dragon's tyranny.

"Their valiant leader, a paladin named Mandraivus, did what many armies could not, and ran the wyrm through with his sword Serithtial. They defeated Kazavon but could not reduce all of his body parts to, well, nothing. So each of the Order took one fragment of the dragon to a safe place, while Mandraivus stayed behind to guard the castle."

You tell the count that he seems to know a lot more about this than one might expect.

"Oh yes!" says Laori. "We want to find all of the pieces of Kazavon! His teeth, his tail, that bone that really hurts when you slam it into–"

Shadowcount Sial gives her a hard look, and she buttons up her enthusiasm for a bit. The Shadowcount continues.

"Of course, we in the Brotherhood of Bones would never wish to assemble the dragon back into a functioning creature," he assures you. "Now, to my story. The heroes, it turns out, did their work too well. The carnage at the castle gave rise to a veritable army of undead, which quickly overwhelmed Mandraivus. The dragon's chamberlain, a weakling named Kleestad, tried to possess Mandraivus's holy sword, for which Zon-Kuthon turned him into a bloated monstrosity. You must retrieve the sword from his grasp within the castle's Star Tower."

That doesn't sound as hard as you thought.

"Oh, oh!" says Laori. "Tell them about the chained spirit, and the four spirit anchors that must be defeated before you can face the chained spirit, and the guardian ward on the Star Tower, and..."

Now that *does* sound as hard as you thought.

STORY BANES	
Dangers	Ancient Skeleton Ashwing Gargoyle Wight Zombie Minion
Villain	Castothrane
Henchmen (Closing)	Mandraivus Lashton Ancient Skeletons (Proxy A)

LOCATIONS	
	Base
1	Arsenal
1	Castle
1	Island
2	Barracks
3	Bridge
4	Cell
5	Dungeons
6	Ruin

DURING THIS SCENARIO

When you move to or from the Base without playing a boon to move, bury a boon.

When an Undead bane is undefeated, each character discards the top card of their deck.

Scenario 5A: Reward

Each character gets a hero point. A character gets the Loot armor Kazavon's Shield. In other scenarios in this adventure, do not add the wildcard Besieged.

Scenario 5B: Shadows on the Wing

STORY BANES	
Dangers	Ancient Skeleton Wight Wraith Zombie Minion
Villain	Belshallam
Henchmen (Closing)	Danse Macabre Knurlott Wraiths–Proxy A

LOCATIONS	
	Base
1	Castle
1	Lair
1	Slaughterhouse
2	Throne Room
3	Storehouse
4	Stable
5	Chambers
6	Repository

DURING THIS SCENARIO

When you move to or from the Base without playing a boon to move, bury a boon.

While marked with the scourge Drained, your hand size is reduced by 2.

Scenario 5B: Reward

Each character gets a hero point. A character gets the Loot item Staff of Greater Necromancy. In other scenarios in this adventure, do not add the wildcard Withering.

Scenario 5C: The Shrine of Midnight

STORY BANES	
Dangers	Elemental Mysterious Relic Wight Wraith
Villain	Lich (*Bishop Zev Ravenka*)
Henchmen (Closing)	Mummy (*Prelate Aruth*) Zombie Minions–Proxy A

LOCATIONS	
	Base
1	Cathedral
1	Crypt
1	Shrine
2	Oubliette
3	Ossuary
4	Repository
5	Graveyard
6	Chambers

DURING THIS SCENARIO

When you move to or from the Base without playing a boon to move, bury a boon.

At the end of your turn, recharge a random blessing or a random Divine spell.

Scenario 5C: Reward

Each character gets a hero point. A character gets the Loot spell Sadomasochism. In other scenarios in this adventure, do not add the wildcard Unhallowed.

Scenario 5D: Ashbringer's Roost

Setup

Before building the locations, shuffle all Devil monsters from the vault facedown into a devil stack.

STORY BANES	
Danger	Each time you encounter the danger, randomly choose a monster from the devil stack.
Villain	Nihil the Ashbringer
Henchmen (Closing)	Ukwar Ashwing Gargoyles–Proxy A

LOCATIONS	
	Base
1	Rooftops
1	Spider Nest
1	Tower
2	Laboratory
3	Oubliette
4	Twisting Passages
5	Cell
6	Library

DURING THIS SCENARIO

When you move to or from the Base without playing a boon to move, bury a boon.

When you close your location, a random character summons and encounters the danger.

Development:

You pry the sword Serithtial from the rotting grip of the chamberlain Kleestad's claws. You feel its power burning in your hand, as it faces a job unfinished. The dragon-tooth crown of Queen Ileosa cannot be long for the world, if this sword has anything to say about it.

Now there is the matter of your companions.

Laori Vaus does not display her usual chipper demeanor. Shadowcount Sial has gone from taciturn to resolute. They have not shown comfort around each other throughout Scarwall, and now you know why.

In the castle's Star Tower, the batlike shade Ildervok waited for a powerful worshipper of Zon-Kuthon to arrive. Centuries ago, the dragon Kazavon betrayed Zon-Kuthon by killing and eating his prophet, known as the curate.

Now either Laori or the shadowcount must become the new curate. That title grants immortality, everlasting torture, and perennial imprisonment in the Star Tower. Unsurprisingly, both Brotherhood members expected to lure the other into that role.

"Without a volunteer, you must decide," says Ildervok to you. And so you must.

Scenario 5D: Reward

Each character gets a hero point. A character gets the Loot weapon Ashbringer. In other scenarios in this adventure, do not add the wildcard Deadly.

Scenario 6A: Rebellion in Korvosa

Read the Following Aloud:

The Dead Warrens is not where you want to meet your allies in Korvosa. Above your heads are thousands of dead bodies, and too many of them don't stay put. But this is where the rebellion against Queen Ileosa lives now. Surrounding you are an odd bunch of allies: law enforcers and criminals, clerics of rival gods, corrupt nobles and vigilantes.

"We may operate on different sides of the law, but we agree that Ileosa must go," says Guildmaster Boule, the head of the thieves' cartel known as the Cerulean Society. Without the Gray Maidens to police the streets or the Red Mantis to stalk the alleys, her grip on Korvosa will slip. Yet in the Church of Abadar's Longacre Building, Ileosa's forces are bolstered against attack. It is unbreakable. But I know of a back door into the chambers below. I know the secret to Deathhead Vault."

That is an ominous name for the building once known as Arbiter's Hall. For the rebellion to succeed, you must break through the Red Mantis cult's dungeons and go up into the Gray Maidens' headquarters above.

"Kill the head, and the body will rot," Boule continues. "Your most dangerous opponents will be the commanders of the two groups. Cinnabar, the leader of the Red Mantis, has the disturbing habit of turning into a giant praying mantis. And the Gray Mistress, Sabina Merrin, not only commands the Maidens, she now rides a dragon."

"We have a second problem," says Field Marshall Cressida Kroft, keenly aware that she is allied with people she would normally arrest. "The Gray Maidens have imprisoned Marcus Endrin, the commander of Sable Company. They are not going to wait quietly for us to free him and rally his troops. While you are dealing with the heart of the problem, they are seeking our hideout. If you cannot disrupt their search, they will eliminate as many of us as they can find."

The rebels craft an admittedly problematic strategy: they will split up so that if one of them is found, the rest will not be compromised. But that means that whoever is found faces long odds of survival.

STORY BANES	
Dangers	Gray Maiden Guard Red Mantis Assassin
Villain–Stack 1	Cinnabar
Henchmen (Closing)–Stack 1	Zenobia Zenderholm Koriantu Red Mantis Assassins–Proxy A
Villain–Stack 2	Tisharue
Henchmen (Closing)–Stack 2	Mother of Thorns Kordaitra Destaid Gray Maiden Guards–Proxy B

Setup

When preparing the story banes, make 2 story bane stacks, each with enough cards to equal the number of locations, then deal 1 card from each stack into each location.

LOCATIONS	
	Base
1	Arsenal
1	Bank of Abadar
1	Dungeons
2	Cell
3	Oubliette
4	Barracks
5	Blood Pool
6	Office

DURING THIS SCENARIO

At the start of the scenario and when a non-Veteran story bane from a location is undefeated, uncheck a rallied supporter.

When you close your location, before banishing its cards, search it and shuffle each of its non-Veteran story banes into a random other location.

When you defeat and corner a villain, display it next to the scenario. When you display the second villain, add the new location Plaza and shuffle the villain Dragon (*Zarmangarof*) into it; the Dragon always rolls Acid. To win, defeat and corner the Dragon.

Development:

"I surrender," says the Gray Maiden general after a stunning battle against her dragon mount. At no point did Sabina Merrin lift a hand against you; instead, she struggled to impede her dragon so it was less effective in battle.

She removes her helm, exposing scar marks on her face. These are expected, as every Gray Maiden you've slain was scarred by the queen's torturer, the Mother of Thorns. But these marks are self-inflicted, born of desire for order rather than subservience to a monarch. Sabina Merrin may lead the queen's enforcers, but she is no thug.

"My 'Dearest Queen' must die," she says of her former lover. "For a time, I thought she was truly on the side of order. But I did not sign up for torture, plague, and tyranny. The Crown of Fangs must be removed from her head, and her head must be removed from her neck."

You have trusted less honorable people today. You accept her surrender and her description of how to assault Castle Korvosa. After the most difficult battles of your lives, you have far more bloodshed ahead.

Reward

Each character gets a hero point.
Rally the supporters Guildmaster Boule, Marcus Endrin, and Sabina Merrin.

Scenario 6B: Assault on Castle Korvosa

Read the Following Aloud:

"Devil worship," says Sabina Merrin, the newly defrocked general of the Gray Maidens. "That is what Ileosa has brought us."

In the skies over Castle Korvosa, instead of the familiar hippogriff riders of the Sable Company, you see dark-winged devil women on the wing—an addition to the queen's staff since you last were inside.

This time, you will be less welcome. In your first visit, you brought the young queen her missing brooch. Most grateful, she welcomed you into the Korvosan Guards. In your missions since, you have discovered she was responsible for her husband's murder, the introduction of a virulent plague, and the destruction of liberty in her city. Today, you will assault her fortress, hoping to end her reign of horror.

"Ileosa has a new seneschal since Neolandus fled to Old Korvosa," Sabina says. "He is a bloatmage named Togomor. I believe he has led Ileosa into a deal with devils and is performing a damnable ritual, but we need evidence of that. And no, it is not normal for a monarch to turn the rule of the city over to something called a 'bloatmage.'"

You survey the black marble walls of the castle, looking for any sign of weakness. Unlike your subterranean attack on the Gray Maiden headquarters, there appears to be no alternative to a frontal charge into chaos.

Surprisingly, though, you don't see any Gray Maidens. You expected the battlements to be a wall of silver plate armor. If the Gray Maidens are here, they're all inside.

Sabina does not hesitate. "My loyalists are all disbanded," she says. "The Gray Maidens that support the queen will not break from her side. She has remade them."

A sobering thought. But it's time to gird up. While you don't have an invitation to Castle Korvosa, you will be arriving in fashion.

Setup

After preparing the story banes, shuffle the non-closing henchman Evidence–Proxy B into each location.

STORY BANES	
Danger	Red Mantis Assassin
Villain	None
Henchman (Non-Closing)	Togomor
Henchmen (Closing)	Kayltanya Ileosa's Furies–Proxy A

LOCATIONS	
	Base
1	Arsenal
1	Castle
1	Cell
2	Cliff
3	Mountain
4	Library
5	Rooftops
6	Repository

DURING THIS SCENARIO

When you would close your location, first search it for Evidence. If you find it, do not close your location; instead, either banish the Evidence or shuffle the location and reload the Evidence into it.

When Togomor is defeated, shuffle together the villain Sermignatto and a number of monsters equal to the number of locations, then shuffle 2 of these cards into your location and 1 into each other location.

Development:

In the seneschal's chambers, you can see that the good works of Neolandus have been perverted to devilry. The new seneschal lies vanquished before you. The bloatmage Togomor, long used to using his blood for power, spies the last of his lifeblood running into the castle floor. A strange smile of relief spreads across his face, and he speaks a few dying words.

"Thank you... I have done... great wrongs in Korvosa... My mind was controlled... by a three-faced worm... the belier devil... Sermignatto... He is the one... with whom Queen Ileosa signed a... blood pact... in her quest to reawaken... the dragon Kazavon... Now I am finally..."

Gone. That's what he is. He's escaped one torment only to begin an eternity of another in Hell. You can't be too sad about that.

Two floors into Castle Korvosa, you have beaten back the servants of Queen Ileosa. Now you clean your weapons and prepare for the final assault on the throne room one floor above. One way or another, your battle to save Korvosa ends today.

Reward

Each character gets a hero point. The party gains a supporter feat.
For each displayed Evidence, the party gets a new ally and a new blessing.

Scenario 6C: Death to the Queen

Read the Following Aloud:

Improbably, you have lain waste to the defenders on the first two floors of Castle Korvosa. Before you go upstairs to the treasonous queen's chambers, you take stock of your situation.

You have slain most of the murderous Red Mantis assassins, driving the remaining worshippers of Achaekek into the sewers.

You have destroyed the queen's new seneschal, the bloatmage Togomor, and banished his devils back to Hell.

You have broken the back of the Gray Maidens, leaving only those who stand with Queen Ileosa in her throne room.

You take a moment to look out a window onto North Castle Street below. The Sable Company rides its hippogriffs again under the command of Marcus Endrin, and is chasing down traitors in the streets. The Korvosan Guard has restored order to the plaza outside the castle and has torn down Ileosa's savage guillotine. The clerics of Abadar and Pharasma are united in healing the wounded and burying the slain. There is hope in the air.

You remember the moment you first met Queen Ileosa, then apparently a grieving widow who struggled with her husband's death. "I love Korvosa," she said, "as my husband did before me. I will not see his legacy destroyed, and I shall not see my city torn apart. You have done my heart a great service on this dark day, yet perhaps you can serve this city more."

Perhaps you can.

The throne room is above you. At no time has the queen shown her face during your assault. If the queen is here, you have no sense if she knows you are as well.

This is your chance. You must find her throne room as quickly as possible, for once the queen notices your presence, the Crown of Fangs will come for you.

STORY BANES	
Danger	Gray Maiden Guard
Villain	Queen Ileosa
Henchmen (Closing)	Akaruzug Vavana Dhatri Gray Maiden Guards–Proxy A

LOCATIONS	
	Base
1	Barracks
1	Chambers
1	Throne Room
2	Reading Room
3	Oubliette
4	Library
5	Tower
6	Cathedral

DURING THIS SCENARIO

At the end of your turn, examine the top card of your location; if you examine a boon, either bury a card or summon and encounter the danger.

Development:

From the Crimson Throne, the queen smiles and greets you as if you were long-lost friends.

"Thank you for finally seeking me out," she says. "I have been observing your progress over the past few months, and I commend you for the assistance you have provided the people of Korvosa."

Then her demeanor turns cold.

"However, your services are no longer required. If you leave Korvosa immediately and never return, I will not seek your execution as traitors to the crown."

For some reason, that recourse sounds tempting. Her honeyed words wrap themselves around your brain, squeezing off all the aether in your lungs, and–

No, you just kill her. It is a surprisingly easy task, given how much pain she has caused her citizens.

The queen melts into a pool of blood, her crown tumbling from her head and turning to ash. That would be a triumphant conclusion, except *people don't do that.*

This cannot be the real queen.

Reward
Each character gets a hero point.

Scenario 6D: Legacy of Blood

Read the Following Aloud:

The queen is dead! Yet the queen lives. How can this be?

A map on the desk of the seneschal Togomor showed a path to a vile swamp called the Mushfens, quite an unlikely place for the elegant queen to visit. On this map was the Sunken Queen, an ancient Thassilonian monument that you now see before you. Surrounded by a thicket of primeval mangroves, three immense horns topping the moss-covered statue claw at the sky. On one side of the pyramid, one of the horns has collapsed into a jagged, metallic stump. A giant relief of a standing woman is cantilevered into the muck. In the water, you see contorted fish shapes and scaly maws. This is the memorial to Sorshen, Runelord of Lust.

Inside, the walls creak and a crimson light shines through every room. The structure centers around an amorphous blob of tainted blood, over thirty feet wide, hovering and rippling in the air. Shapes periodically form on its turbulent surface: faces, hands, buildings, and figures that shimmer and melt back into the horrific mass. Thin crystal tubes extend from the walls to a point just above the shifting mass of blood.

Immersed in the Everdawn Pool, Queen Ileosa works to complete a blood ritual. She shapes the skyline of Korvosa, and the shape of a taniniver, a massive dragon made entirely out of the blood veil. At your intrusion, she whips around and glares at you with hate in her eyes. There will be no prepared speech this time; she just aims to kill you dead.

And so does the other version of her. And the other. And the rest.

At once, all the Ileosas vanish through the various entrances to the blood chamber. The Sunken Queen shudders from the power of the ritual. The queen will channel Kazavon's spirit into a dragon of blood today, unless you can stop her.

But which one of her?

STORY BANES	
Danger	Boggard Champion
Villain	Ileosa Ascendant
Henchmen (Closing)	Beirawash Ileosa's Furies–Proxy A

Setup

After creating the hourglass, shuffle in 3 Proxy B's.

LOCATIONS	
1	Blood Pool
1	Ruin
1	Swamp
2	Fishery
3	Caves
4	Repository
5	Island
6	Lair

DURING THIS SCENARIO

When you advance the hour, if it is Proxy B, summon and encounter the non-closing henchman Taniniver, then banish the proxy.

Before you attempt to guard your location, advance the hour.

Development:

The blood dragon collapses into a heap of rotten marrow as the Everdawn Pool shudders and bleeds out of existence. Queen Ileosa–the real one–crumples to the ground, snatching at her swiftly rusting crown.

With a forward step, you kick the dragon Kazavon's teeth aside, well out of her way.

"I had so many plans," she whispers, and dies in front of you.

As the Sunken Queen rumbles and shatters into the swamp, you beat a hasty retreat out of the Mushfens. You ride back to the city bearing the joyous news that the evil queen is dead.

Korvosa will need a new monarch, or perhaps some other form of government more representative of its people's hardy spirit. It will need time to recover. But it will do so without fear of its corrupt ruler's return. For today, you have avenged all that died in her plagues and under her guillotine. You saved Korvosa from the greatest threat it's ever known.

Reward

Each character gets a hero point. A character gets the Loot item Ring of Splendid Security.

Scenario 7A: The Inevitable Betrayal

Read the Following Aloud:

A recovering Korvosa turns to you for leadership. While a new government forms, you must ascend to the Crimson Throne—most temporarily, you are assured.

Except Neolandus Kalepopolis has given you a strange list he found when he reclaimed the seneschal's chambers from Togomor. At the top is listed the Crown of Fangs next to the word "teeth." Below that, there's the Armor of Skulls by the word "skull." Then, the Howling Horn next to "horns," Shredskin next to "ribs," the Staff of the Slain next to "tailbones," the Bound Blade next to "claws," and the Throne of Nalt next to "wings." What could that—

A crackle of lightning on a clear day, followed by thousands of screams, followed by explosions of wrack and ruin, followed by more screams. Ah yes. You knew there was a reason not to trust the Brotherhood of Bones.

STORY BANES	
Danger	Dragon
Villain	None
Henchmen	None

Setup

When building the locations, set aside the banes in a siege pile, then shuffle in the non-closing henchman Kazavon Reborn and a number of non-closing henchmen Dragons—Proxy A and Cultists—Proxy B each equal to the number of characters.

LOCATIONS

The Base and a number of random Urban locations equal to the number of characters + 2

DURING THIS SCENARIO

For the harrowing, choose any Harrow blessing in the vault as your harrow.

On all non-combat checks, add 1d4.

When you would explore, instead encounter the top card of the siege pile as if it were the top card of your location. If it is not defeated, shuffle it into the siege pile.

While using a power that examines cards, you may treat the siege pile as your location.

When you suffer damage that is not reduced to 0, banish the top card of your location and each unoccupied location; when a location has no cards, it closes automatically.

If you defeat Kazavon Reborn and the siege pile has any cards, banish 1d4 cards from it then shuffle Kazavon Reborn back into it.

When the last location closes, you lose.

To win, empty the siege pile.

Development:

If you wanted to avoid ruling Korvosa for the rest of your natural born days, that was not the way to do it. The citizenry enshrines your names in the history books as dragonslayers. What the Esoteric Order of the Palatine Eye could not do, you have done.

When you have time, you will enjoy your victory. For now, Korvosa needs you.

Reward

When you replay this Adventure Path, each character starts with a feat of each type, and your maximum number of each type of feat is equal to the # of the last scenario you completed + 1.